STRIKE AND STEAL - RULES AND INSTRUCTIONS

Players: 2-4

Requires: A Standard 52 Card Deck.

Objective

Collect the most 'Battle Sets' (three cards of the same rank) by asking your opponent for cards and strategically using battles to steal from their sets. The player with the most sets at the end wins!

Setup

1. Shuffle the deck and deal 7 cards to each player.
2. Place the remaining cards face down as a draw pile.
3. Leave space for a discard pile and a battle pile next to the draw pile.

Gameplay

On your turn:

1. Ask for Cards: Ask your opponent for a card rank (e.g., 'Do you have any 5s?') that you already hold in your hand.
   - If they have the requested card(s), they must give all cards of that rank to you.
   - If they do not have the card, they respond, 'Draw,' and you draw the top card from the deck.

2. Form a Battle Set: If you collect 3 cards of the same rank, you must immediately lay the set face up in front of you.
   - Wildcards: Jokers are wild and can substitute for any card to complete a set.

3. Battle for a Set: Once you form a set, you may declare a Battle against your opponent.
   - How to Battle: Both players secretly choose one card from their hand and place it face down. Then, both cards are revealed.
   - The player with the higher card value wins (Ace is high, 2 is low). In a tie, both cards are discarded into the battle pile.
   - The winner of the battle can steal one card from any of their opponent's sets and add it to

their hand.
- Double Draw: If you lose the battle, draw two cards on your next turn instead of one.

4. Protecting Sets: Once you lose a card from a set, it is vulnerable. If reduced to only 2 cards, your opponent can continue asking for those cards to dismantle the set.

Ending the Game

The game ends when the draw pile is depleted and one player runs out of cards in their hand. Players then count their completed battle sets. The player with the most sets wins!

Wildcards

• Jokers are wildcards and can be used to complete any set.
• Jokers cannot be stolen in a battle, but they count toward the player's total sets at the end of the game.

Additional Rules

• If the draw pile runs out before the game ends, players continue playing with the cards they have in their hands.
• Players may not ask for a card rank they don't already have in their hand.